BATTLE stations

·COMMODORE·

ocean

OPERATION WOLF

Central control to Lone Wolf ... parachute into hostile territory ... locate enemy concentration camp ... release captives interred there ... repeat ...
Operation Wolf; an exciting new concept in computer games, in which the enemy shoot at you from the screen. Gun in hand, you must traverse hostile terrain, seeking your fellow countryman being held prisoner in a concentration camp.
Make your way through jungle filled with hostile soldiers, destroy any enemy installations and free all townships you encounter, with no food, no water, no chopper cover, not nearly enough ammo and no idea if you are going to make it back ... volunteers only!!

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*",8,1, (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

OPTIONS :

Joystick or Neos mouse in Port 2.
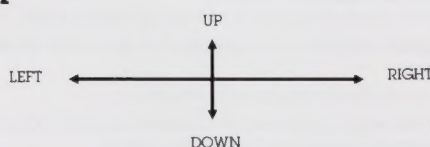Selection made during loading process following on screen instructions.

1 Player only.
(No Keyboard option)

MOUSE

Movement normal.

Left Fire Button	Grenades; Start level
Right Fire Button	Fire Gun

JOYSTICK

```
                   UP

LEFT  ←———————————————→  RIGHT

                  DOWN
```

With FIRE not pressed sight moves in requested direction at increasing speed. With FIRE pressed moves at a constant low speed.

FIRE BUTTON —	FIRE GUN; START LEVEL
SPACE BAR —	FIRE GRENADE
—	PAUSE GAME
+ —	RESTART GAME AFTER PAUSE

GAMEPLAY

Operation Wolf comprises six levels of lethal arcade action, each increasing in difficulty as you progress. You are armed with a sub/machine gun with limited ammunition and a small number of grenades. Extra ammunition and grenades can be collected by shooting at them when they appear on the screen.
Under no circumstances should you shoot any innocent civilians. You must protect the hostages on levels five and six from any harm in order to ensure their safe escape. Your energy level is shown on the right hand side of the screen and this will decrease if you are shot by a solitary soldier, (substantially if you are shot by a vehicle or you accidentally kill a civilian or hostage).
As you complete each level, a small amount of your energy is replenished and when you have just a few units left, the display will flash and there will be an audible warning.
To complete a level you must shoot and destroy the relevant number of soldiers, tanks, helicopters etc. as displayed on the bottom of the screen.
This will probably be the most dangerous mission you have ever undertaken. Be alert, be strong and above all be careful!

STATUS & SCORING

Snipers (on roof, in trees, behind windows) are considered shielded against dynamite or grenade attack.

BIG MAN :

Levels 1,2,3 —	May be shot in any part of the body
Levels 4,5,6 —	May only be shot in the head

Right hand panel displays.

SCORE

Number of magazines **or** time remaining on 'super' gun
Number of rocket grenades
Injury level.

Bottom panel displays :

Number of hostages reaching safety on current screen
Number of men to destroy
Number of helicopters or boats to destroy
Number of tanks to destroy

When injury level reaches top of screen player is dead (one continue option allowed). Points are awarded for each adversary destroyed. Injury level rises if civilians hit, or if hit by enemy fire, grenades or knives. (The latter may be destroyed before they hit you!). Bonus points are awarded for each section completed. High score table is shown at start of game. (Positions 1-10)
New high score entry :
Selects letters with joystick or mouse and press FIRE. A full stop terminates the entry. A score in excess of 150,000 is Excellent!

Survival Summary

Magazines	—	Shooting this gives one extra magazine of ammunition
Grenades	—	Shooting this gives one extra rocket bomb up to a max of 5
Free	—	Shooting this gives an increased rate of fire for one magazine
P	—	Shooting this improves your physical condition

Enemy missile fire can de shot down before it hits you
Vehicles can be destroyed by bullets but they must be hit several times

HINTS AND TIPS

- Don't fire constantly — preserve your ammunition
- Tanks, helicopters, boats and parachutists inflict most damage shoot them first
- Pick up extra magazines, grenades etc as soon as possible for maximum fire power
- Avoid damaging the civilians

CREDITS

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Coding by Colin Porch
Graphics by Steve Wahid
Music and sound effects by Jonathan Dunn
Produced by David Ward
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GUERRILLA
=WAR=

In the jungles of a tropical island people groan beneath the iron rule of a cruel oppressor. Troops fill the street and highways, booby-traps litter the countryside and a Tyrant gloats on his throne of power. But on the beaches hope is at hand ... Two crack marines, armed to the teeth and trained to kill, aim to infiltrate this evil stronghold and free a nation from its chains. Join their fight for freedom as you race through rivers and swamps. Your every nerve tingling as you are attacked from all sides. Battle through the cities and towns with your pulse pounding as wave after wave of bloodthirsty mercenaries assail you in a torrent of lead.
With your heart in your mouth and your life on the line win through to victory and freedom in the dirtiest of wars.

LOADING

CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instructions — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64(RETURN), then follow C64 instructions. The game loads in a number of parts. Follow on screen instructions at all times.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with he label facing upwards, type LOAD"",8.1 (RETURN), the introductory screen will appear and the program will then load automatically. The game loads in a number of parts. Follow on screen instructions at all times.

CONTROLS

When starting the game select amount of players 1/2. The game is controlled by joystick / joystick & keyboard / keyboard / Cheetah 125 joystick, which will enable you to rotate left and right without using the keyboard.
NORMAL — Turns the players body in the direction of the joystick.
ROTATE — Requires 2 keys to 'spin' the body around.
The final menu screen shows each player the available keys.
If a joystick is selected you get 3 extra keys for each player.

PLAYER 1

COMMO-DORE KEY	— GRENADE
X	— ROTATE LEFT
V	— ROTATE RIGHT

PLAYER 2

=	— GRENADE
<	— ROTATE LEFT
?	— ROTATE RIGHT

NOTE

Rotate keys are ignored in normal mode.
Each player on keyboard gets the following keys:-

PLAYER 1

Q	— UP
S	— DOWN
E	— LEFT
T	— RIGHT
COMM KEY	— GRENADE
LEFT SHIFT	— FIRE
X	— ROTATE LEFT
V	— ROTATE RIGHT

PLAYER 2

U	— UP
K	— DOWN
O	— LEFT
@	— RIGHT
=	— GRENADE
↑	— FIRE
<	— ROTATE LEFT
?	— ROTATE RIGHT
RESTORE KEY	— QUIT GAME
F1	— TOGGLE PAUSE ON/OFF

GAME PLAY

Each level has different enemy patterns and positions of tanks and hostages. The object of the game is to fight your way to the palace at the end of level 5 and destroy it. At the end of each level you must eliminate a large enemy with around 32 shots. Each large enemy at the end of the level is different and each require different tactics to destroy it.
If you dispose of certain enemy soldiers they will drop a weapon for you (a Bazooka or a flame thrower). If you die you will lose any 'collected' weapons. At the end of each level you are shown a map with your current position highlighted. At the end of a game enter your initials onto the high score table by using up or down to choose the letters and then press fire to select.

STATUS AND SCORING

If you rescue a hostage you are awarded a bonus of 1000 points and all your weapons are restored to 50. If you kill a hostage you are penalised 500 points. You begin with 4 lives at the start of each game. A bonus life is awarded every 15,000 points, up to a maximum of 10.

HINTS AND TIPS

- ◆ Keep a look-out for soldiers behind you.
- ◆ Work as a team in the 2-player mode.
- ◆ Study the movement patterns of the large enemy at the end of each level.
- ◆ Be aware of the limitations of each type of weapon.

GUERRILLA WAR

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CREDITS

Coding and graphics by Sentient Software
Music by Jonathan Dunn
Produced by D.C.Ward
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TYPHOON

Hot from the arcades comes TYPHOON the latest action in sea and air combat combining the forces of jet fighter and helicopter gunship.

Soar through wave after wave of flying death in your armour-laden helicopter, scream through the skies in you F-14 as you take on the seemingly limitless hordes of mechanoid invaders, whose sole intent is total domination of the Earth. The storm is raging as the battle is fought in the skies.

TYPHOON the Konami coin-op is now available for your home micro, featuring fast scrolling action and 3-D frenzied dog fighting. Accumulate a vast array of deadly weapons in the eight levels of pulse pounding excitement each culminating in a devastating adversary.

Thrill to this realistic simulation of a compulsive and exciting game from Imagine.

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction — PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

To play each successive section, a small amount of code must be loaded in after completing the previous section. Follow on screen instructions.
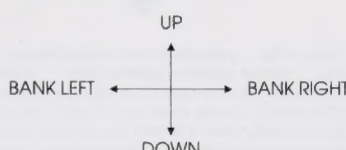
On the loss of all lives and credits, rewind the tape to beginning of side B and press PLAY — Follow on screen instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upward, type LOAD"*",8,1 (RETURN); the introductory screen will appear and the program will then load automatically. Follow on screen instructions.

CONTROLS

The game is controlled by Joystick in Port 2.

```
                        UP
                        ↑
    BANK LEFT  ←————————+————————→  BANK RIGHT
                        ↓
                       DOWN
```

FIRE	— FIRE CURRENT WEAPON, AND LAUNCH AIR TO GROUND MISSILE.
SPACE BAR	— LAUNCH A MEGA BOMB
F1	— MUSIC ON/OFF TOGGLE
RUN/STOP	— ABORT GAME
P	— PAUSE ON
O	— PAUSE OFF

EXTRA WEAPONS

Extra weapons can be gained by shooting an enemy supplies helicopter. The earlier you shoot it, the better the weapon it will yield.

V	—	VULCAN FIRE
B	—	MORE POWERFUL AIR TO GROUND MISSILES
3	—	3-WAY FIRE
T	—	TRIPLE FIRE
L	—	LASER
O	—	DOUBLE FIRE POWER

HINTS AND TIPS

- Only use mega bomb if in danger of getting killed.
- Certain weapons are more destructive in some areas than are others.
- Try to avoid catching enemy missiles.
- At the end of each section a powerful enemy base must be destroyed before progressing any further.

TYPHOON

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CREDITS

Programmed by Zach Townsend
Graphics by Andrew Sleigh
Music and sound effects by Jonathan Dunn
Produced by D.C.Ward
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